

ROGUE SUBCLASS- NINJA

The Ninja is a stealthy assassin, a warrior with secret magic, and a spy with a keen mind. Few have encountered a ninja, and few still have realized it. Some use deadly mental techniques, other illusions and misdirections, and some need only a blade.

NINJA FEATURES

Level	Features
3	Beginner's Techniques
9	Improved Training
13	Ninja Vanish
17	Perfected Ways

SAVING THROWS

In this subclass, you will gain spells and features that may require a creature to make a saving throw. Below are the formulas you can use to calculate the save DC.

Genjutsu save DC= your proficiency bonus + your Intelligence modifier

Spell save DC= 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier= your proficiency bonus + your Intelligence modifier

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

BEGINNER'S TECHNIQUES

Also starting at 3rd level, you choose one technique from the following list, and gain its feature.

NINJUTSU

You learn one cantrip and one spell of 1st or 2nd level of your choice. You can cast your chosen spell once per short rest, without spell components.

GENJUTSU

Twice per short rest, you can give yourself advantage on your choice between an Intelligence, Wisdom, or Charisma saving throw.

TAIJUTSU

Gaining Disadvantage on your attack roll can no longer prevent you from gaining *Sneak Attack*.

IMPROVED TRAINING

Starting at 9th level, gain a benefit based on the technique of your choice. You can choose the same type of technique you selected at 3rd level or a different one.

NINJUTSU

You learn one cantrip and one spell of 3rd or 4th level of your choice. You can cast your chosen spell once per short rest, without spell components.

GENJUTSU

As an action, you can attack the mind of a creature within 30 feet of you. On a failed Wisdom saving throw, the creature becomes [stunned](#) until the end of your next turn.

TAIJUTSU

You can attack twice, instead of once, whenever you take the [Attack](#) action on your turn.

NINJA VANISH

Starting at 13th level, you learn the spell [Greater Invisibility](#) and can cast it a number of times per long rest equal to your proficiency bonus.

PERFECTED WAYS

Starting at 17th level, gain a benefit based on the technique of your choice. You can choose the same type of technique you selected at 3rd and 6th level or a different one.

NINJUTSU

You learn one cantrip and one spell of 5th or 6th level of your choice. You can cast your chosen spell once per short rest, without spell components.

GENJUTSU

You can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while another enemy creature is within 10 feet of you, you can use your reaction to have the attack target that creature instead of you.

TAIJUTSU

Whenever you take the [Attack](#) action, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn.